

What's in a name...

We have a lot of nicknames around here. There's CoCo for the Color Computer, Puck and Baby Puck for the two Model IIs, Dotty for Donna's car, and Spotless for my beat-up VW. Lately a trend to nickname the people here has arisen. Now there's Buster, Tommy Toad, and Lagersquid. I'm not going to tell you who 'belongs' to which name, but so far the women in here have escaped re-christening. And someone that I am very close to has been associated with calamary...



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\*      Filename      English Translation      PMODE   PCLEAR   Locations   \*  
\*  
\*      CLASSCOV      Classical Cover      3      (4)      9 & 162   \*  
\*      ASTROINS      Astromines Instructions      3,4      (4)      35 & 178   \*  
\*      ASTROMIN      Astromines      3,4      (4)      52 & 188   \*  
\*      ROLL      Rollaround      3      4      74 & 203   \*  
\*      BEAMS      Beams      (2)      (4)      91 & 214   \*  
\*      CATALOGR      Cataloger (disk only)      (2)      (4)      114 & 230   \*  
\*      SAY&PLAY      Say & Play (disconnect disk)      (0)      (1)      127 & 238   \*  
\*      PONG      Pong (CLOADM EXEC)      (2)      (4)      155 & 259   \*  
\*  
\* Locations are for the R/S CTR-80. If the first copy of a program  
\* won't load, try the second. If neither copy loads, return the tape  
\* for disciplining and a prompt replacement. If you get an OM, FC,  
\* or SN error while loading or running a program, you probably have  
\* to enter the PMODE and PCLEAR values for the program directly from  
\* the keyboard. (Values in parenthesis are not set in the program).  
\* \* These programs may use high speed. Be sure that the computer is  
\* slowed down again before doing I/O to tape or disk (POKE 65494,0).  
\*  
\*\*\*\*\*

Maestro, the computer, please. Let Classical Cover entertain you with a few musical selections.

Brushing against the stars - if you do it with the rear of your ship in Astromines, you get points! You also get points by running into certain targets (and dodging astromines). After you dig through Astromines Instructions, you can refer to the gems below to refresh your memory:

There are 3 targets to hit. You get 10 shots to 'dogfight' with one of them.  
<Clear> - Smart bomb. Destroys all astromines in sight.  
<Enter> - Star Missle. Destroys stars in front of you.  
@ - Destroys anything directly in front of you.  
<Space bar> - Hyperspace. Also shoots laser in dogfight.  
<Left and right arrows> - Steer ship.  
<Up arrow> - Hyper-acceleration.

Back to earth. Rollaround has you maneuver a ball around a track using your right joystick. There is a rude flash when you crash (musta been a poet in my other life...).

And the lesson for the day is in engineering. Beams tutors you on the principles

of weight distribution on simple beams. If I set Tom in the middle of a 6 ft. 2-by-4 supported at the ends, will it break...?

Sort it all out. Now you disk users can get an alphabetical directory of the programs on a particular disk with Cataloger. The directory can be listed to the screen or to a PRINTER (hooray for hardcopy directories!).

Raise CoCo's voice with Say & Play. This program serves no real purpose other than to demonstrate CoCo's ability (with effort) for speech. Note - to use this program you MUST disconnect your disk system (if you have one) and type 'PMODE 0: PCLEAR 1'<enter> from the keyboard BEFORE loading Say & Play. To make a backup copy of the program, CLOAD it in (do not RUN it), set up the recorder to record, and type 'POKE 27,&H3D: POKE 28,&H6B: CSAVE"SAY&PLAY"'<enter> from the keyboard.

"How did Howard Bassen do that?" dept. - The voice in Say & Play was recorded via a preamp through the joystick port (from a technique by William Barden Jr. - "Speech Synthesis for the Color Computer", BYTE Dec. 1981). The data was then compressed and stored into consecutive memory blocks. A machine language decompressor routine was added to the data and the whole mess was merged with a BASIC driver.

Back to the roots - It seems like decades ago, but it was actually less than ten years ago that the granddaddy of all video games, PONG, hit the fingertips of the people. So in the interest of keeping history alive, here it is: CHROMASSETTE's own version of Pong. To load Pong, type 'CLOADM"PONG"'<enter>. When the program is finished loading, type 'EXEC'<enter> to play. To make a backup copy, get a tape ready to record, and type 'CSAVEM"PONG",&H3000,&H349C,&H400'<enter>. To save the program to disk, use 'SAVEM' instead of 'CSAVEM' and to load it from disk use 'LOADM' instead of 'CLOADM'.

&H3400

Some of the color is gone...

You may have heard me rave about Motion Picture Programming in the past. The author of the program, Arnold Pouch, died September 15th. It's a real loss to the CoCo community since Arnold was one of the very few people who not only thought that the Color Computer had a lot of power, but went on to harness that power. Then he proceeded to make that power accessible to the rest of us through his Superior Graphics Software company. It is my understanding that the company will continue to support the programs Mr. Pouch wrote, but we will all miss his creativity.

Fixin' the fixes...

Last month I (yes, me) gave a mod for May's Notebook that allowed printing 64 characters across. I wish it worked as printed. But it doesn't. So here it is again (line 1 and 61 changed):

```

1 GOT070
61 FORI=0TO7:PRINT#-2,STRING$(9,32);:FORJ=0TO1:FORI1=0TO31
62 I2=PEEK(PC+((I*2)+J)*32+I1):IFI2>95THENI2=I2-64
63 PRINT#-2,CHR$(I2);:NEXTI1,J:PRINT#-2:NEXTI:RETURN

```

Another survey...

Last month's BASIC Map will not work if you only have a 16K machine. Dave Merkle of Brunswick, Maine found that it seemed to work okay if you changed the 'CLEAR5000' in line 100 to 'CLEAR3900'. Also, if you have a disk system, I forgot to tell you to change line 1410 to 'CLOSE#1'.

Painting preservation...

There is a quick and easy way to save a graphics screen to tape or disk. First,

draw your graphic. REMEMBER the PMODE, PCLEAR, and SCREEN values that the graphic is done in. Now type:

CSAVEM"filename", PEEK(186)\*256, PEEK(25)\*256-1, 138

and hit <enter> (use SAVEM if saving to disk). The "filename" is the name you chose for your graphic.

Now to load the graphic back in, make sure that CoCo has the same PMODE and PCLEAR values, type CLOADM"filename" (LOADM if from disk) and hit <enter>. Now go into the graphics mode with the same SCREEN values, and you should see your graphic grace the screen.

Off and on...

I have mentioned before that hitting the RESET button or typing 'NEW' does not reset the PMODE, PCLEAR, or CLEAR values set by a previous program. The surest way, up to now, to 'cold start' CoCo (reset all of the values in) was to turn the computer off and then on again. Edgar Poulin of Sherbrooke, Quebec, Canada has a better way. Just POKE 113,0. Then either hit the RESET button or do an EXEC 40999. This works the same as executing a NEW with a PMODE 2,1: PCLEAR 4 and a CLEAR 200,16383 (for 16K machines) or CLEAR 200,32767 (for 32K machines).

By the way, just a reminder that we have a sheet that explains PMODE and PCLEAR that can be had for a self-addressed envelope...

I'm off,

*Dave*

ed.

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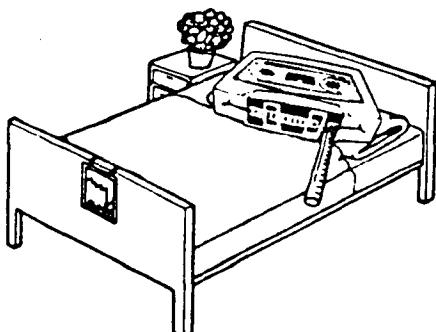
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